

Application: 10/709,394  
Amendment date: February 28, 2006  
Reply to Office Action of February, 22, 2006

## Appendices

## Claims

This listing of claims will replace all prior versions and listings, of claims in the application

[c1]

A theme park with a juxtaposition of existing toy and animation characters from multiple toy and animation creating companies with interactive, participatory, experiential games for children and families

providing toy and animation characters in the museum for display and the same characters creating a thematic environment in the game complexes (for example: G.I. Joe characters in the museum and the same characters with all G.I. Joe accessories creating an environment for a game – say laser tag) for children to play with their favorite toy and animation characters

providing unique games and activities in the game complexes which are never played before (these will be patented separately)

[c2]

A theme park with the design of the shade of multiple "cooling leaves" where each cooling leave has solar panel to generate solar energy (see Fig 1)

design of nine galleries which are constructed as "half underground" by shifting the land and creating dunes

design of the "cooling leaves" – the look and feel – for the theme park to create shade

providing 'mist' in the surrounding the green area for cool and air-conditioning effect

[c3]

A three-dimension photo-realistic virtual reality display (to display toys and animation characters or other collectibles) in a physical world that display three-dimensional photo-realistic virtual reality images on a display device comprising:

providing interactive digital video information related to physical items that are displayed in the gallery to a three-dimensional virtual reality display screen according to the theme selected for the display

super-imposed interactive digital audio information related to physical items that are relayed into a pre-set area within said three-dimensional virtual reality in a synchronized overlay manner according to the theme selected and displayed

[c4]

A set of media or apparatuses that capture response – both movement and audio – from the participant and recorded in a computer-based device on a display device of Claim 3 for processing and triggering three-dimension photo-realistic virtual reality images.

[c5]

The apparatus of Claim 4 further comprising rendering both video and audio outputs for information update about three dimensional photo-realistic virtual reality display images

wherein said apparatus acquire information corresponding to a connection state of information means

[c6]

The set of media or apparatuses of Claim 5 further comprising information gathered from the participant – physical movement, eye movement and audio – to trigger the apparatus of Claim 4 to initiate or an update

[c7]

The apparatus of Claim 5 and Claim 7 where three-dimensional graphic data is described in VRML (virtual reality modeling language) and photo-realistic image rendering applications

[c8]

The apparatus of Claim 7 wherein said information superimposed displays images in a pre-set area of said three-dimensional photo-realistic virtual reality images on a physical display and display screen in a pre-determined scrolled manner thus creating interactive experience

[c9]

A user interactive apparatus for providing a virtual-reality sporting or inter-activity experience on a three-dimension photo realistic virtual-rality display device as claimed above in Claim 5, the apparatus comprising:

audio reproduction means having an audio output

visual reproduction means having three-dimensional photo-realistic virtual-reality visual output

the physical object (mannequin or other physical objects) which is superimposed with three-dimensional photo-realistic virtual-reality images to create an environment

a control system synchronizing and interrelating the audio, video and physical movements relative to one another

the control system including a data base and computer based system for providing a scenario output for the audio output and the three-dimensional photo-realistic visual output

the physical object (mannequin or other physical object) further having control signal generators that are responsive to the movement (sensor) and the position(sensor) and that provide signal outputs that are received by the control system and that are responsive to, representative of, and synchronized with the body movement of the participant when the participant is so associated with the physical activity

the control system further including software that is responsive to database and to the received signal outputs, and that regulates the scenario content so that the audio output and the visual output are synchronized and correspond to the movement of the participant

[c10]

The apparatus of Claim 10 wherein the database includes more than one scenario output type and wherein one scenario output type is selectable by the administrator

[c11]

The apparatus of Claim 10 which is linked to more than one user in both sequential and simultaneous manner.